SIRIUS

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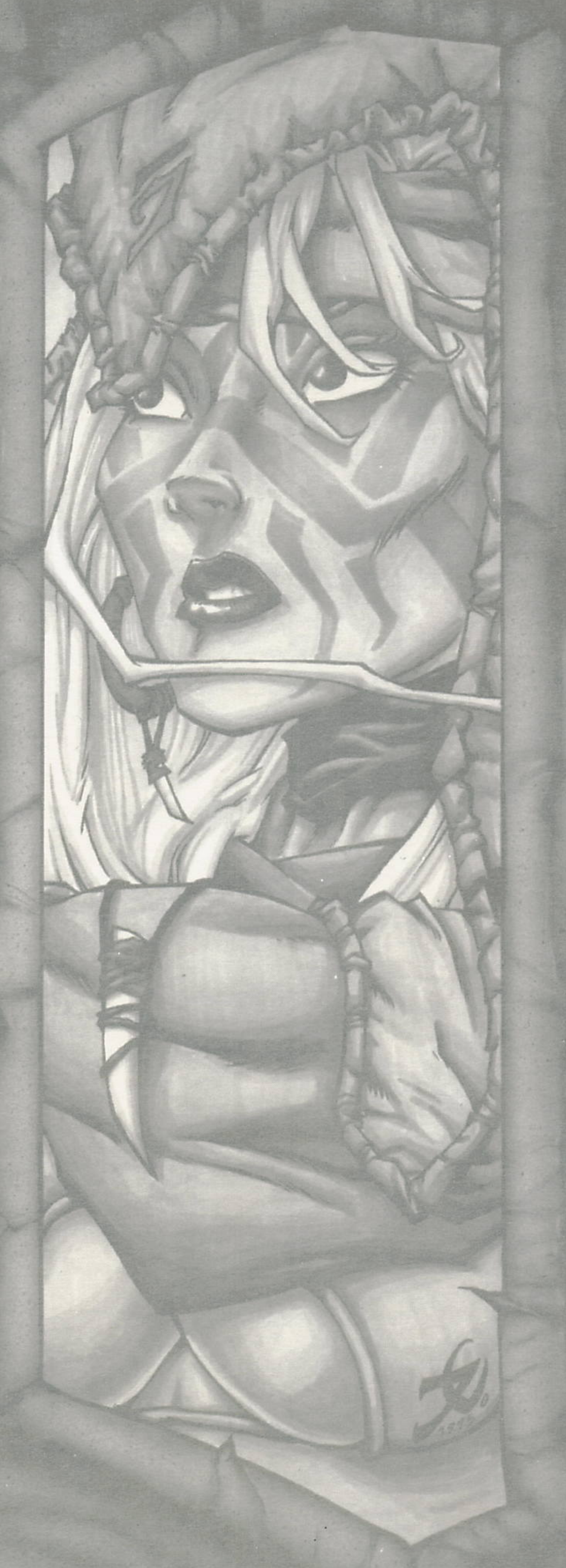
DARK ONE'S
3rd EYE



DARKONE's Third Eye

all artwork by DARK ONE

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Publisher:
Lawrence Salamone

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JATARRI©

© DARK ONE. 1993

"I am DARK ONE! I am Eternal!"

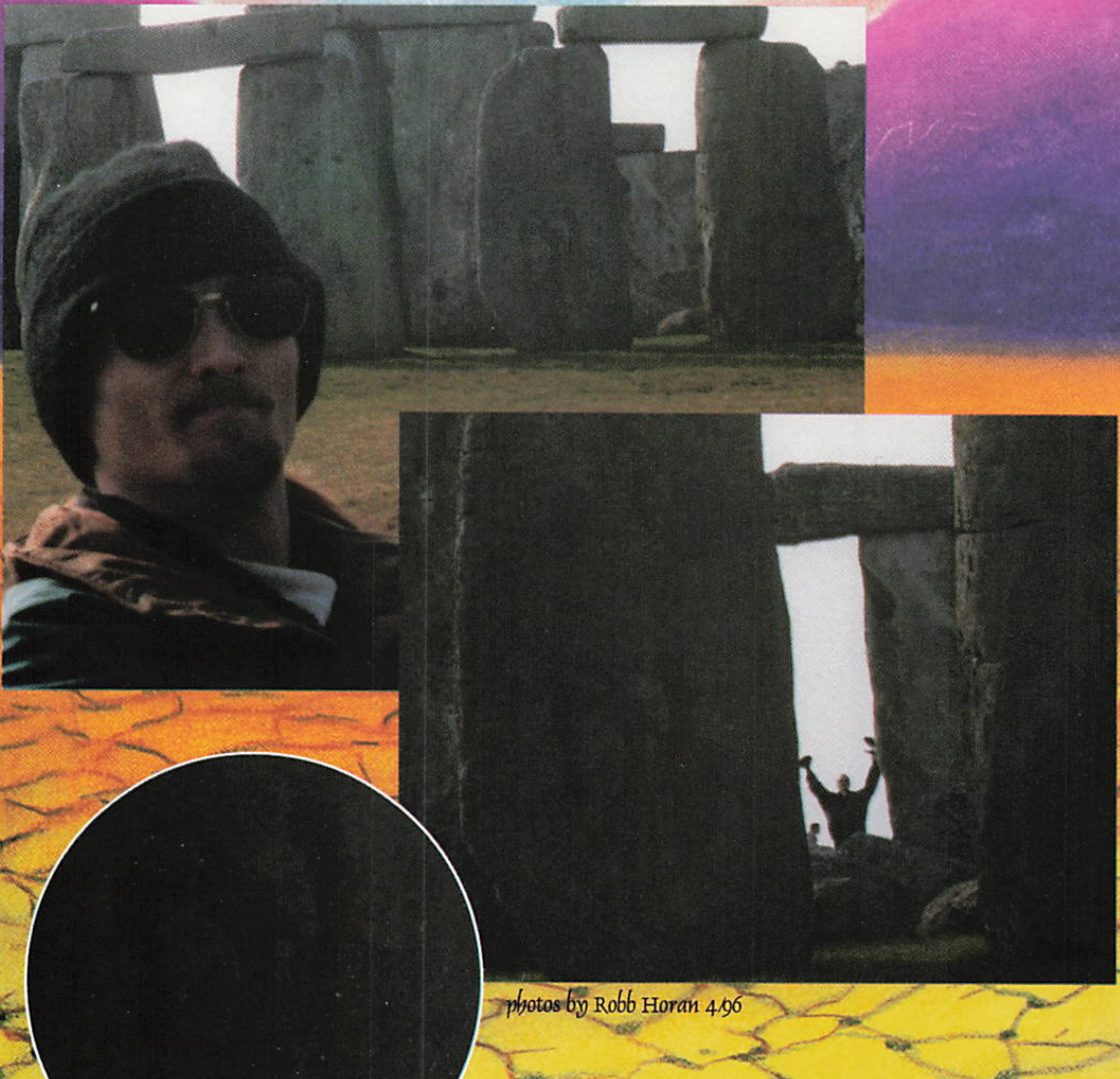
I recently traveled to the deep regions of Great Britain with Dark One. One stop on our pilgrimage in DI's native land on Earth was the mysterious home of Stonehenge, an energized bit of soil that DI felt compelled to visit. Having been treated by the Dark One's being to repeated statements of his cosmic stature, I had often entertained thoughts of his space born claims. Stonehenge having been reputed to be a possible way station to aliens and the like, it seemed to be truly a natural environment for Dark One to be himself. He stood outside of the many tourists meandering about the forbidden ring of rocks. I was aware of his yearning to run up and touch the stones.

Then came the confirmation of the moment. DI hailed me over as he crested the far view of Stonehenge. He was calm as if he had expected what was there, yet I was shocked as I saw what he had found. There, beyond the fence, on the rocks of Stonehenge, scrawled in gold as big as life, was an enormous "DI". Look closely at the photo. It's really there. I wondered about who I was really traveling with, and how long he had truly lived. Dark One just smiled and posed for the camera.

These are the experiences that are created in Dark One's Third Eye. I imagine that they'll touch you as deeply as they have others before you.

Enjoy.

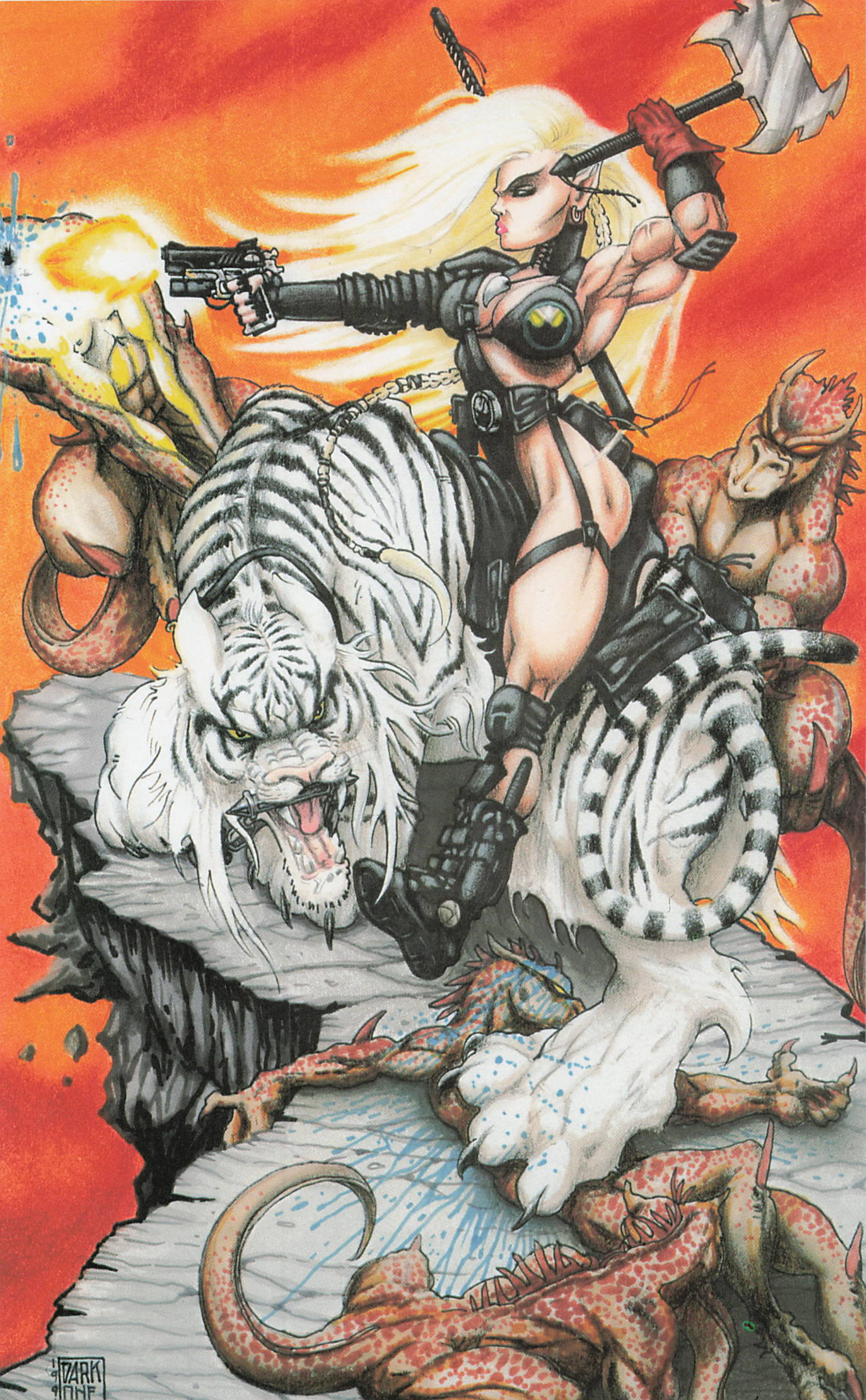
Robb Horan 4/96

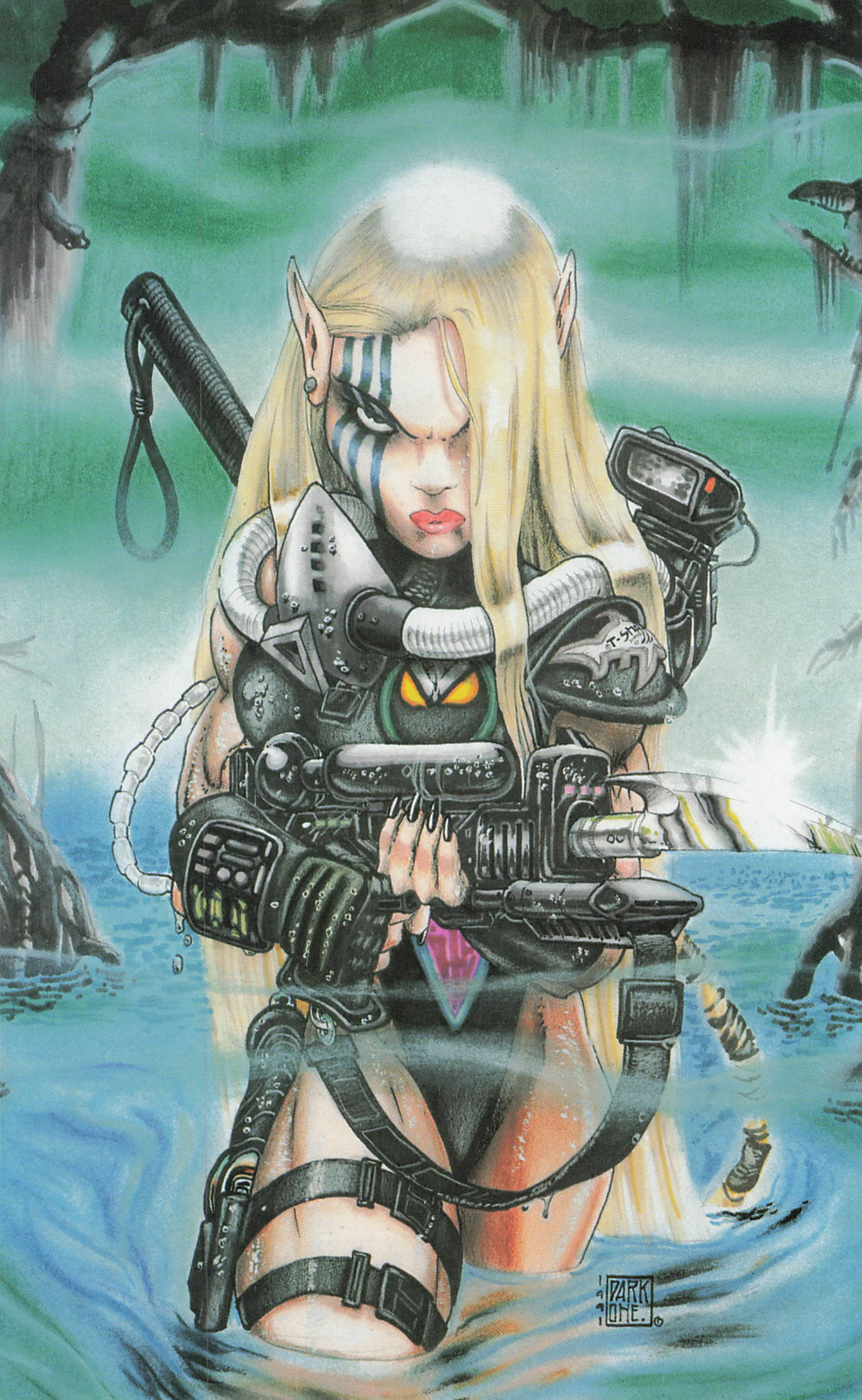


photos by Robb Horan 4/96

1991

DARK ONE
99


DARK ONE


T-SH
1991
DARK ONE. ©

DARK
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DARK ONE

DARK ONE.
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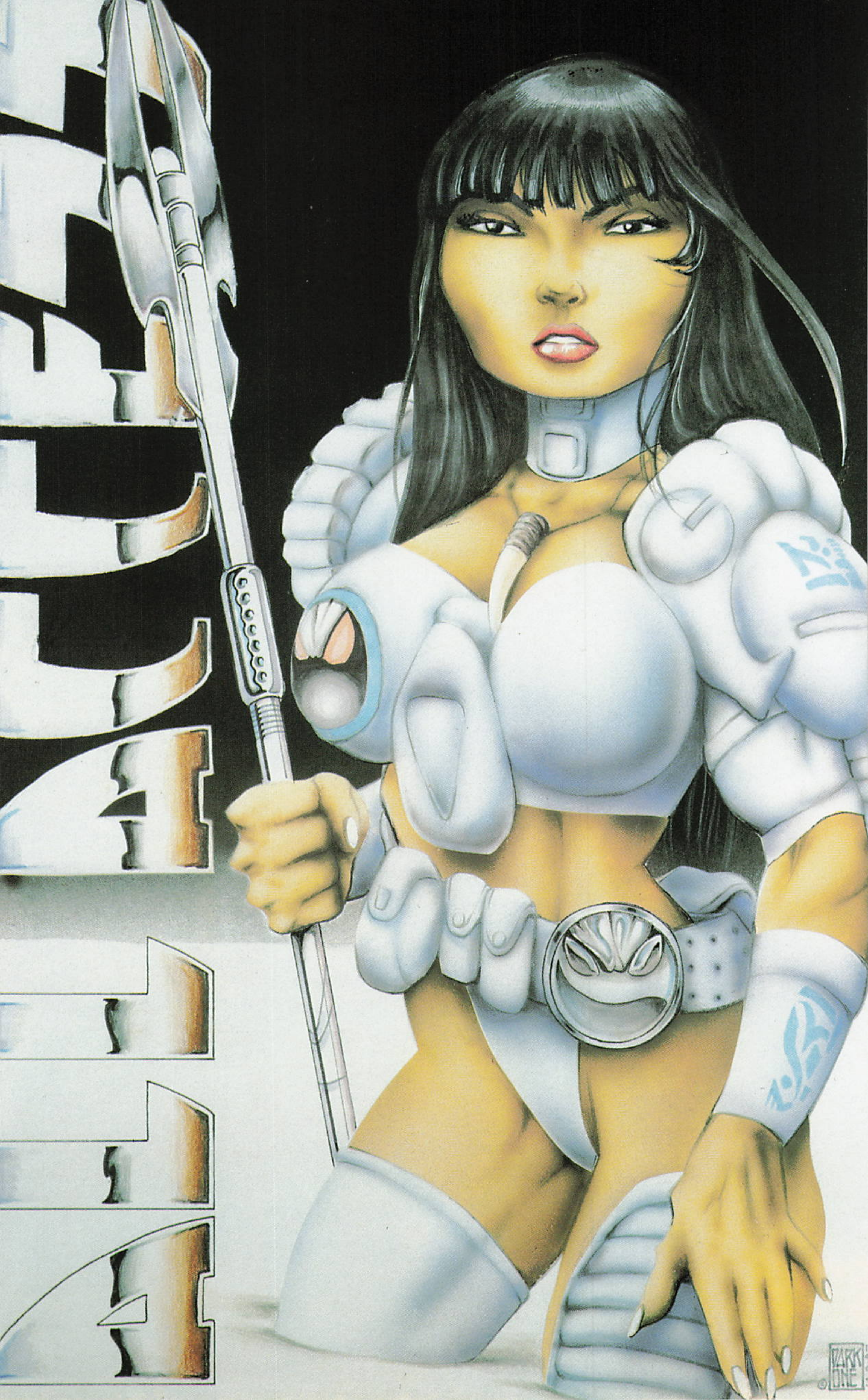
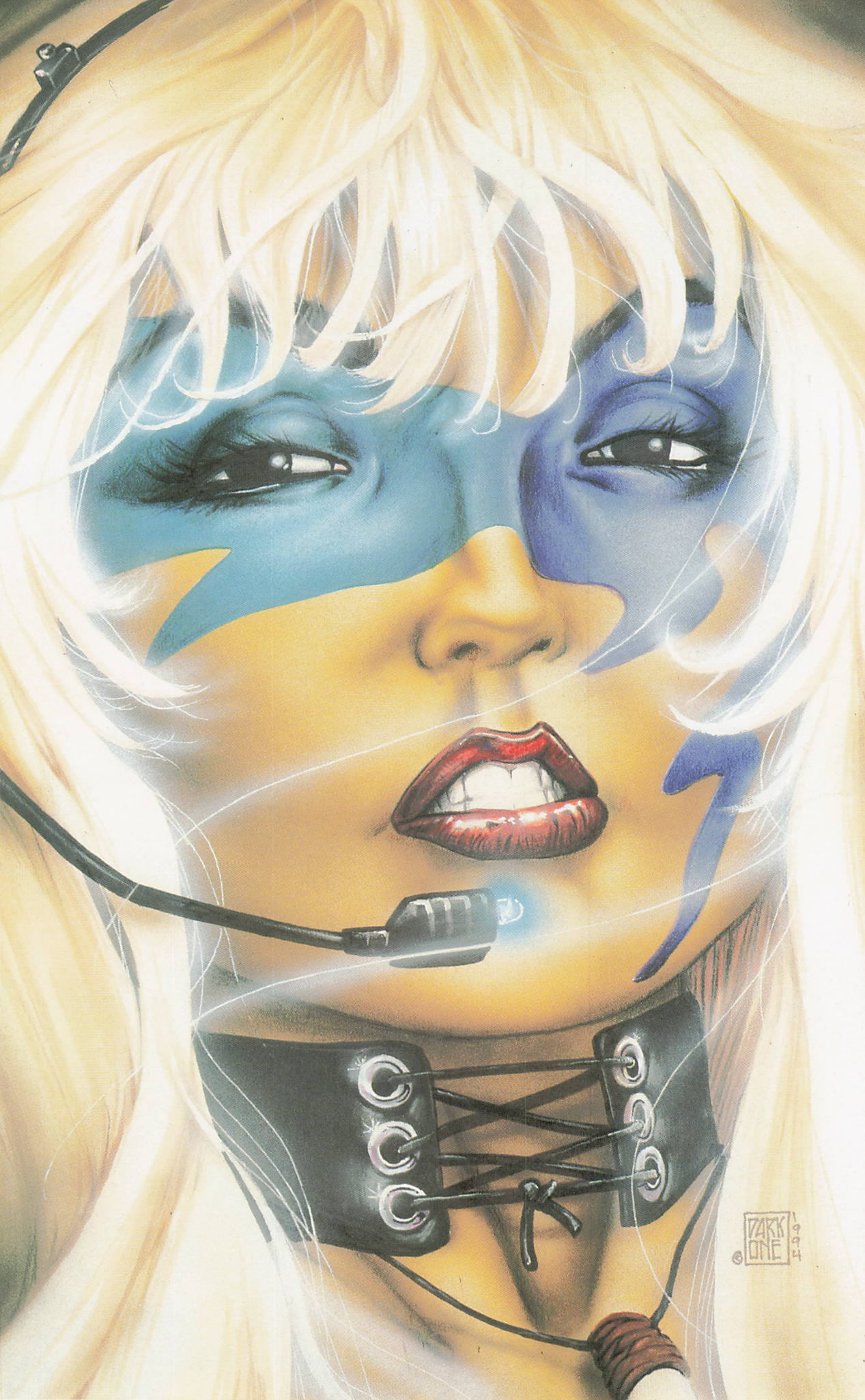

ALL ACCESS
PARK ONE
©

1992©


DARK ONE
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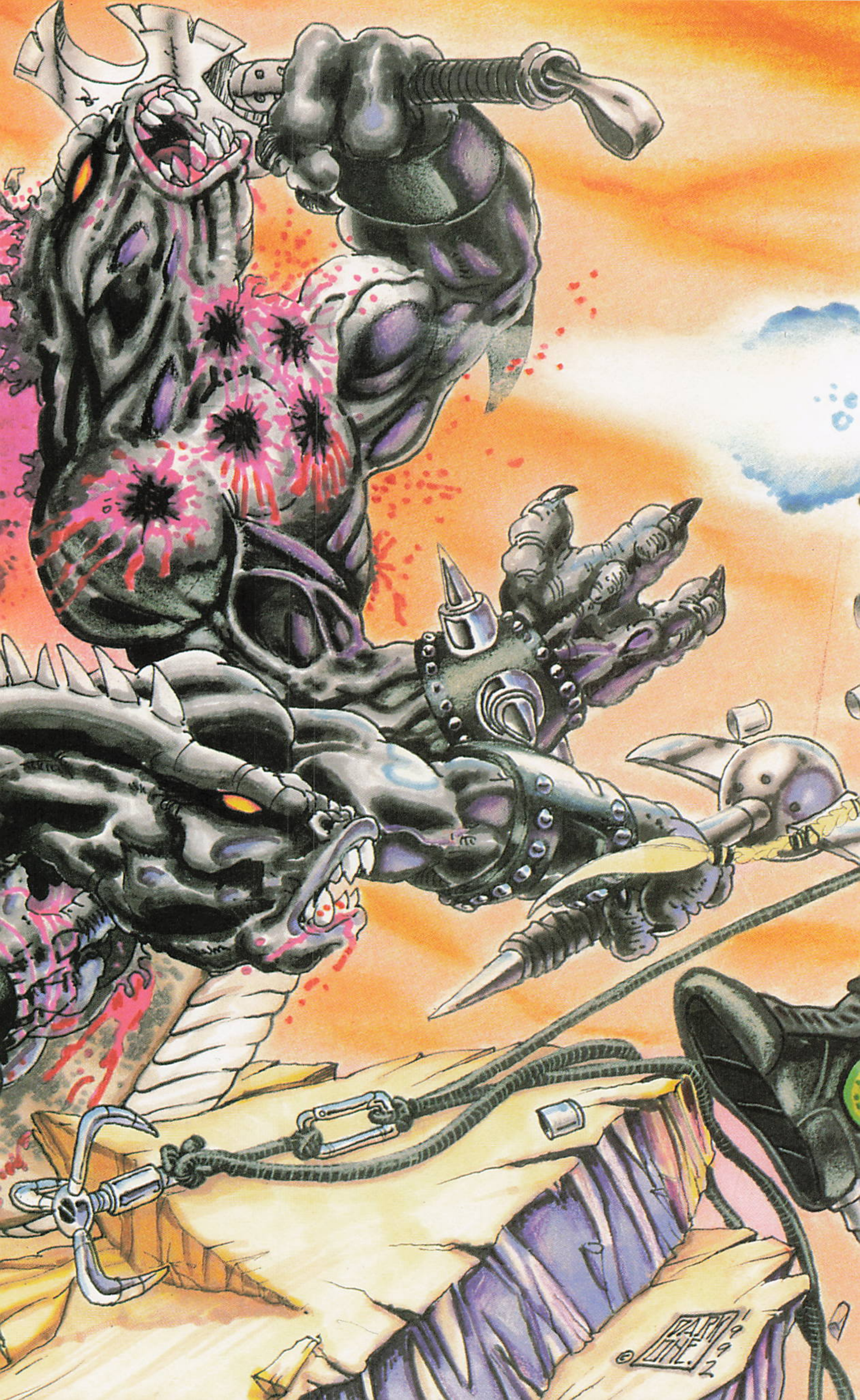
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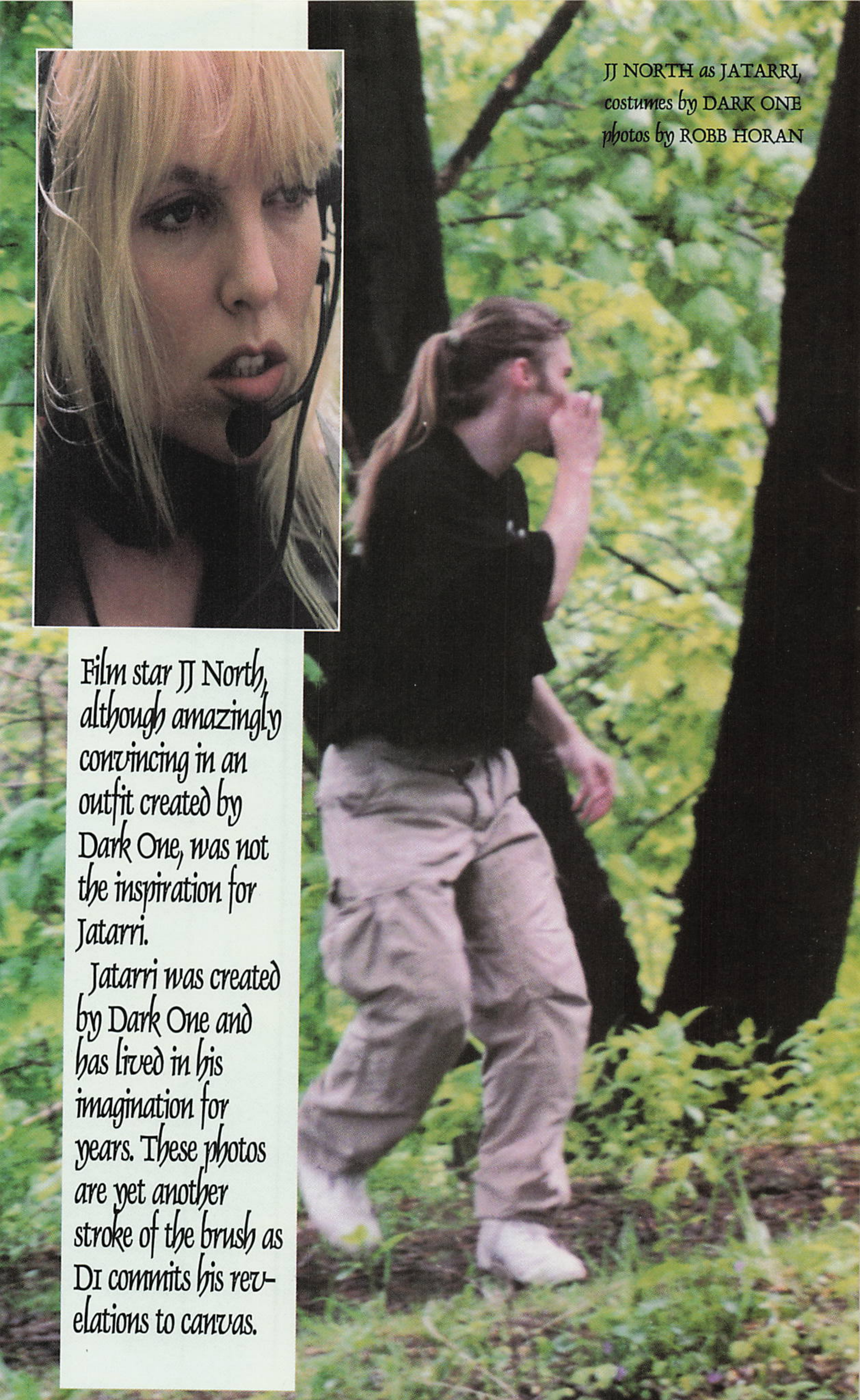
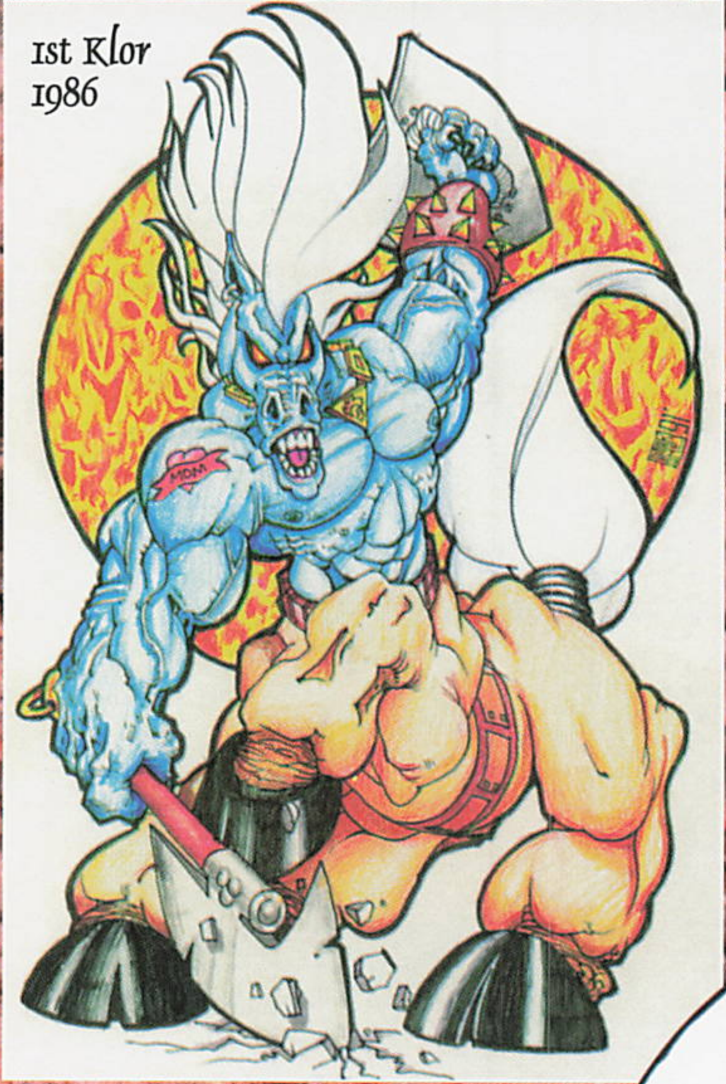


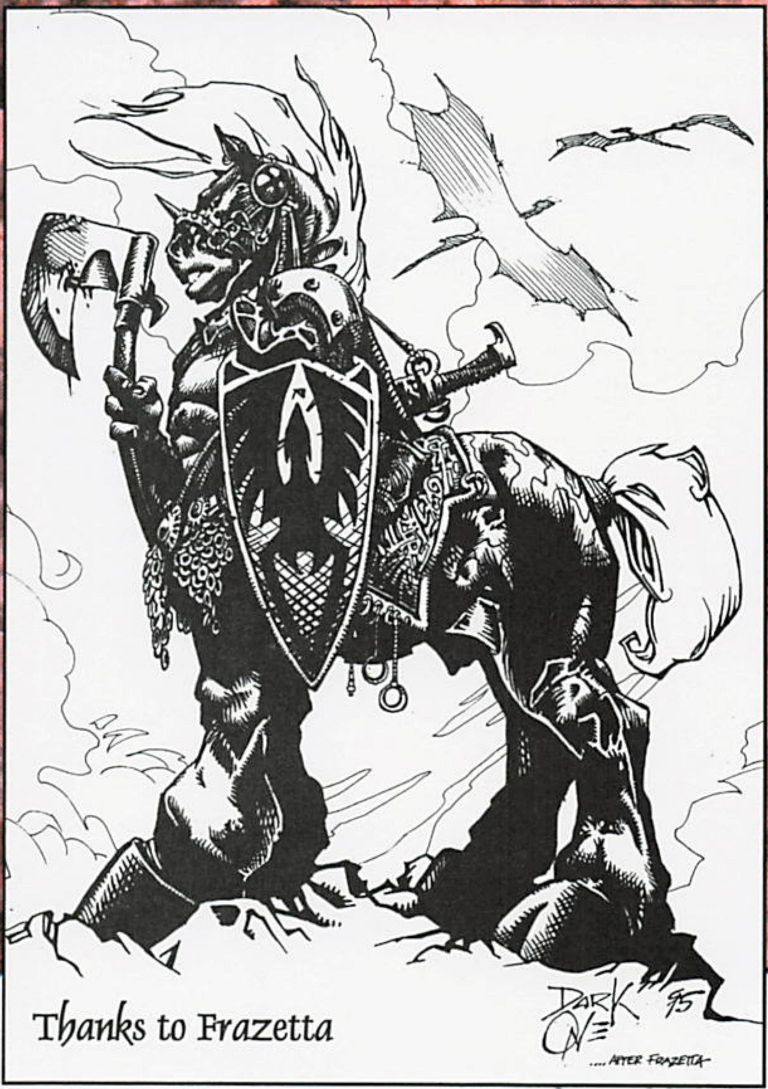
JJ NORTH *as* JATARRI,
costumes by DARK ONE
photos by ROBB HORAN

Film star JJ North, although amazingly convincing in an outfit created by Dark One, was not the inspiration for Jatarri.

Jatarri was created by Dark One and has lived in his imagination for years. These photos are yet another stroke of the brush as D1 commits his revelations to canvas.

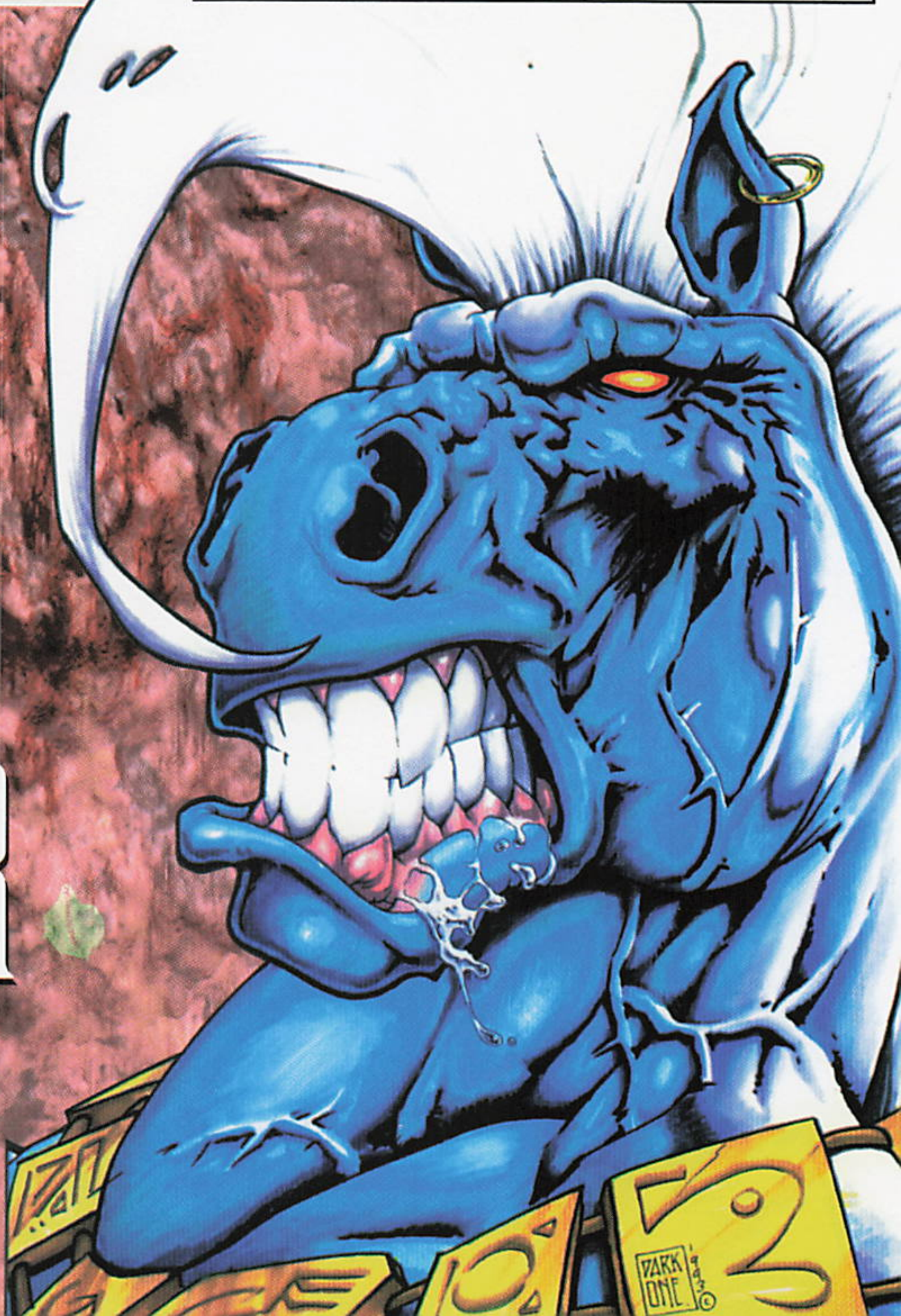


1st Klor
1986

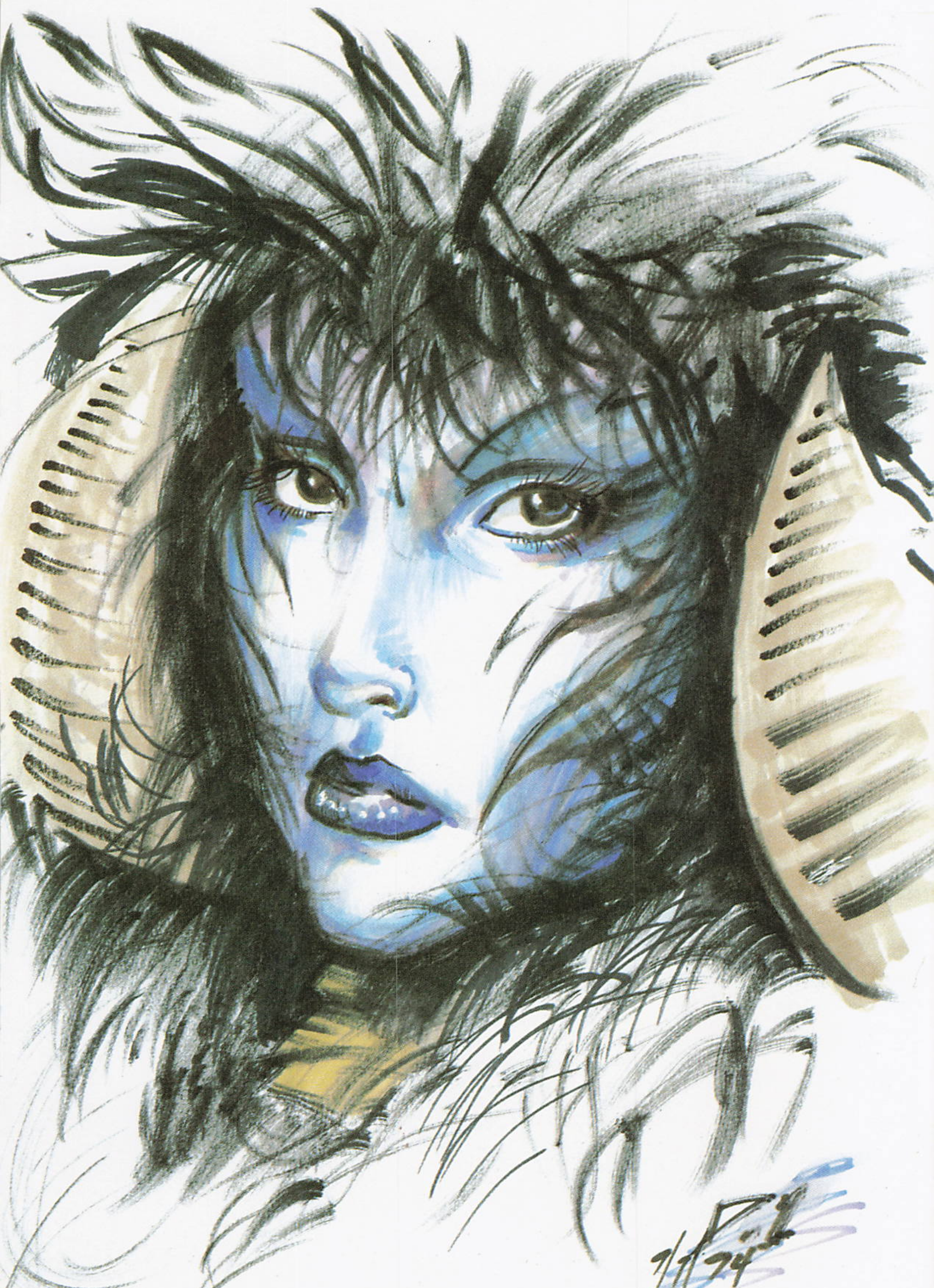

DARK ONE 95
.... AFTER FRAZETTA

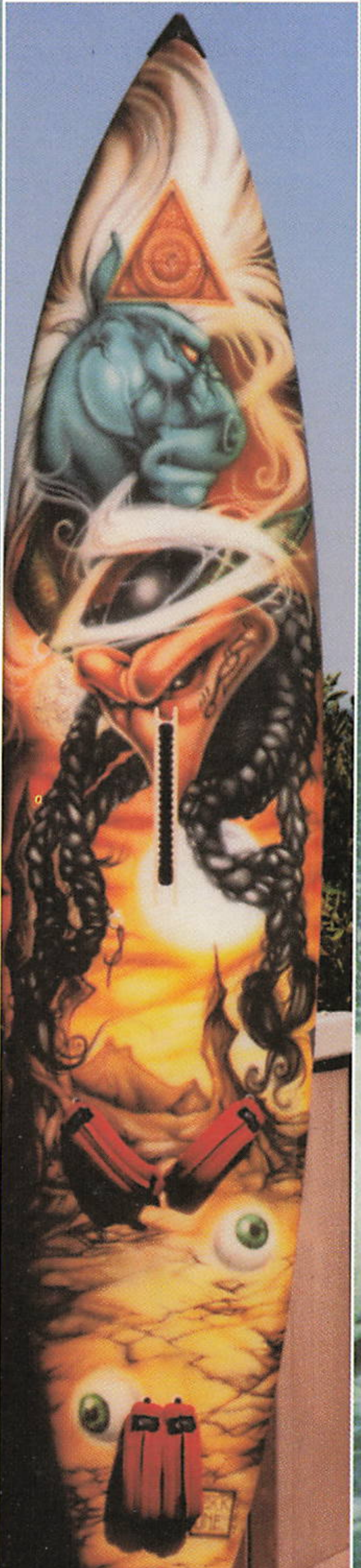
Thanks to Frazetta

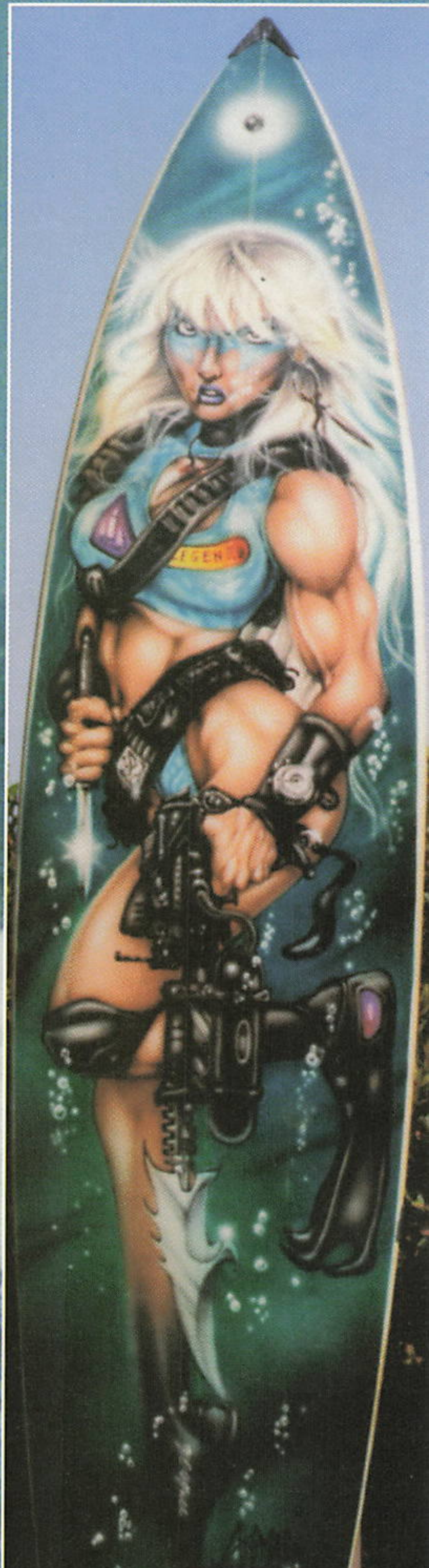
A Brief History of KLOR



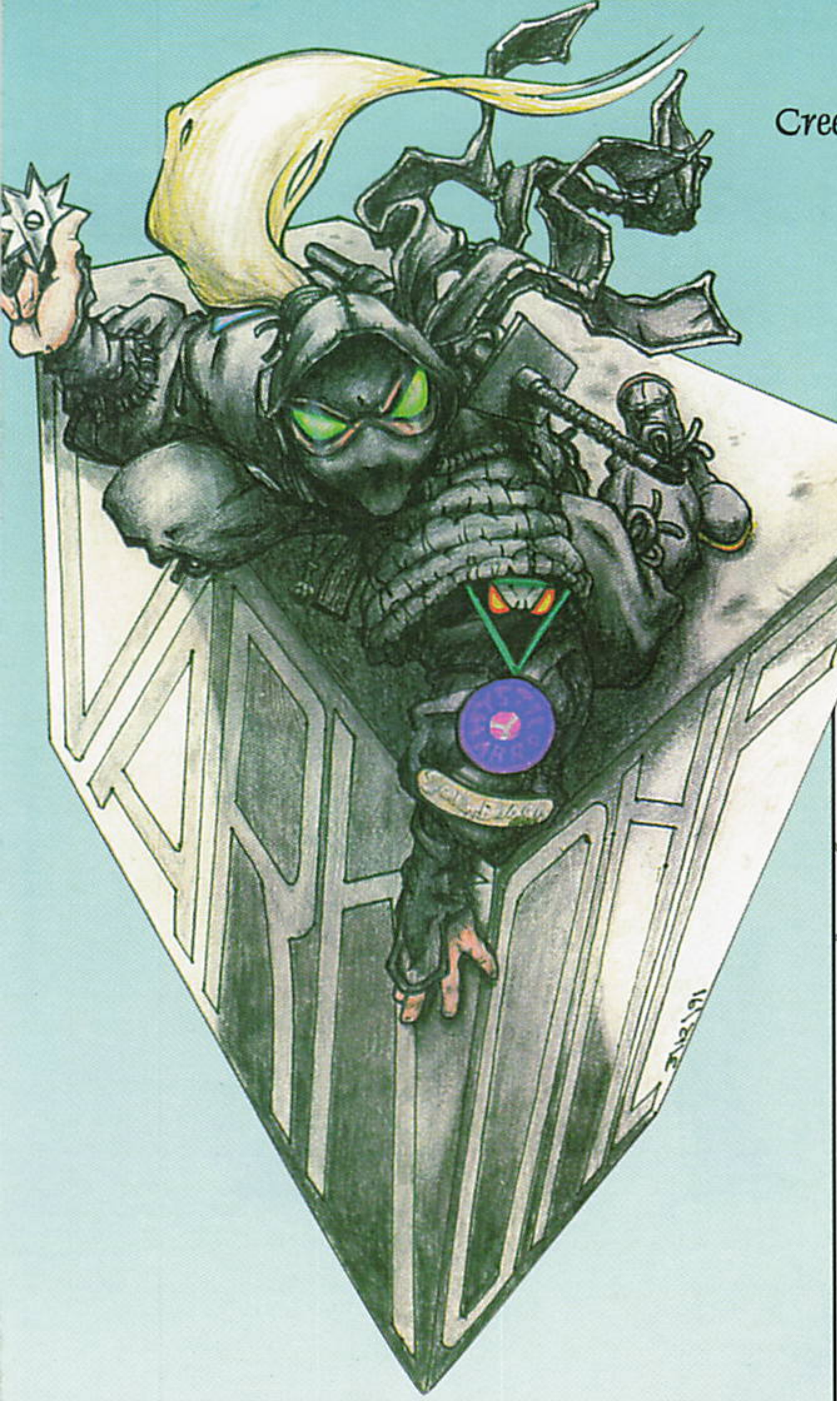
Recent Klor


9/7/94

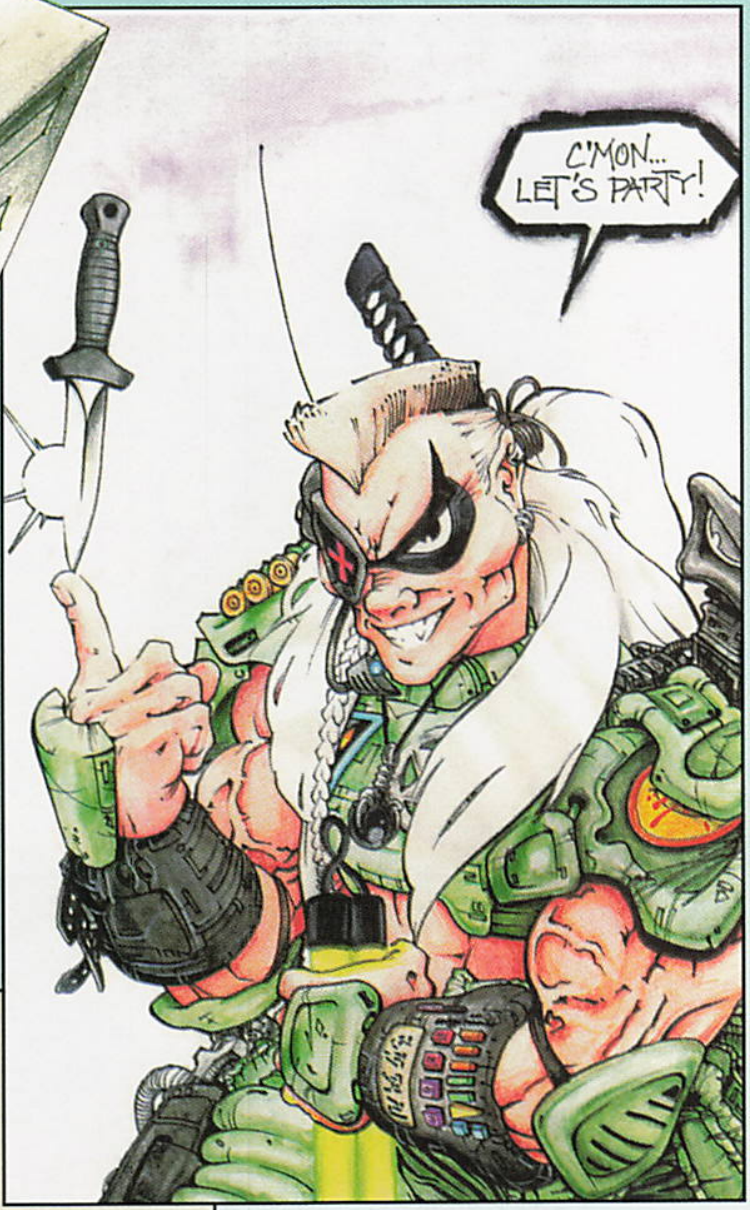




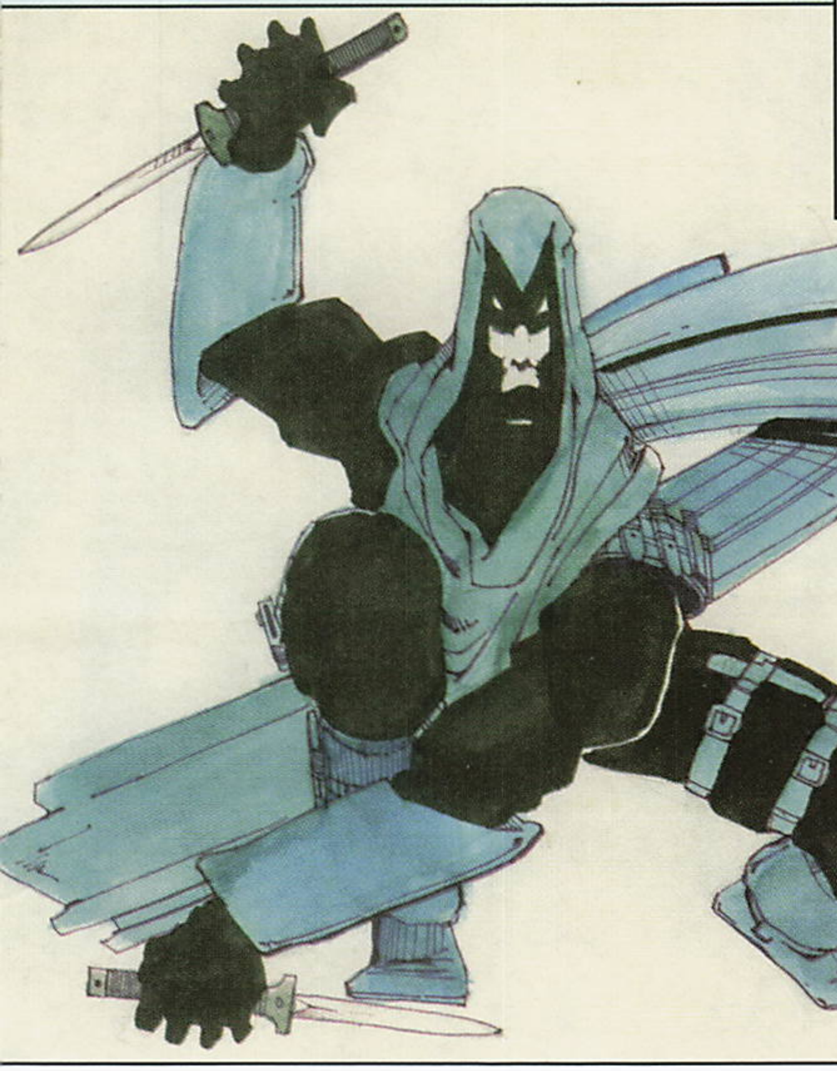
IN Spring of 1994 Dark One was commissioned by Roger Kehr to design his wind-surfer. The project demanded (2) weeks of life on the beach for him, but he survivived somehow. These are the results.



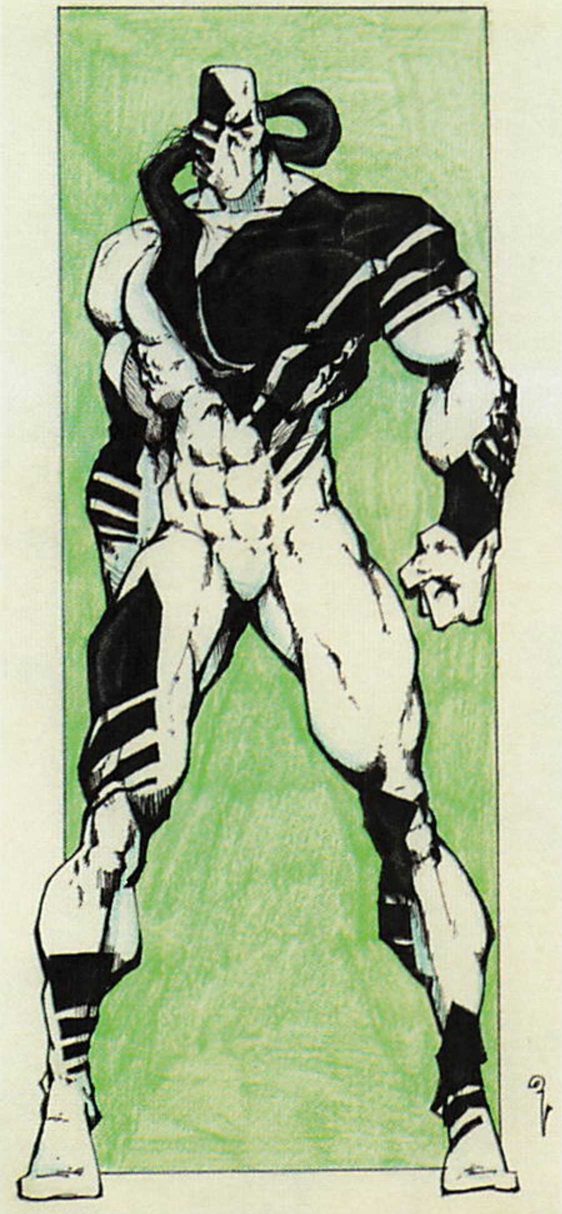
Creeping Di Death!

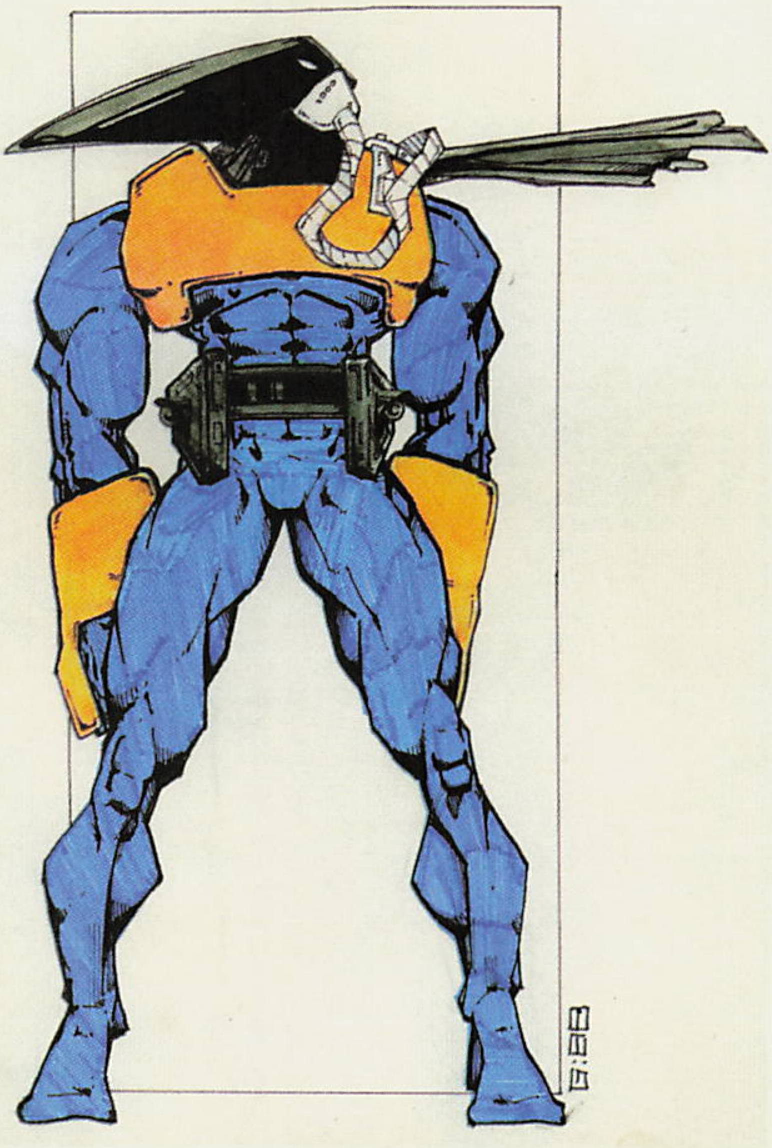

C'MON... LET'S PARTY!

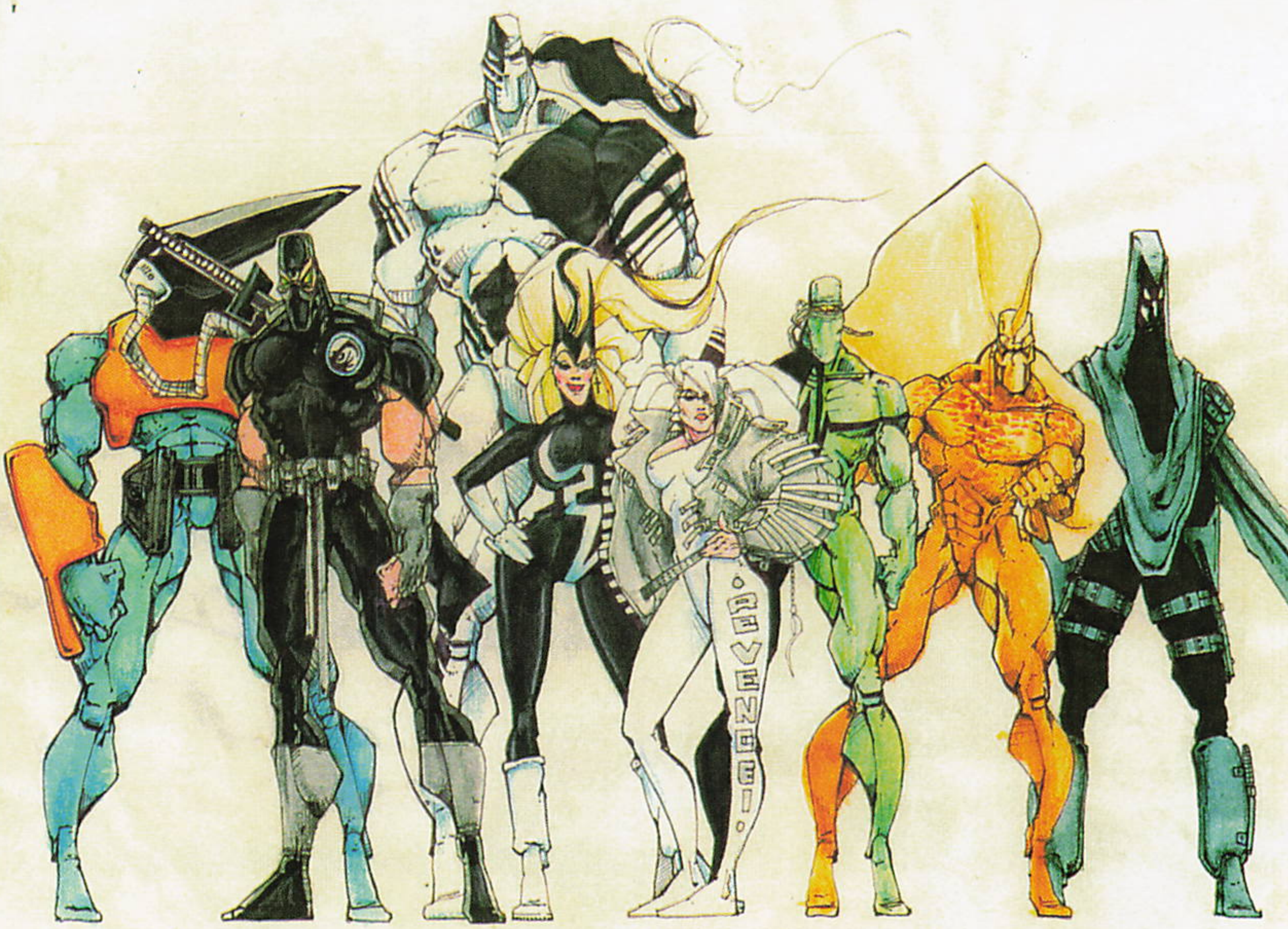
ACE 1988



STAB 1988
(Birthplace: Stonehenge)



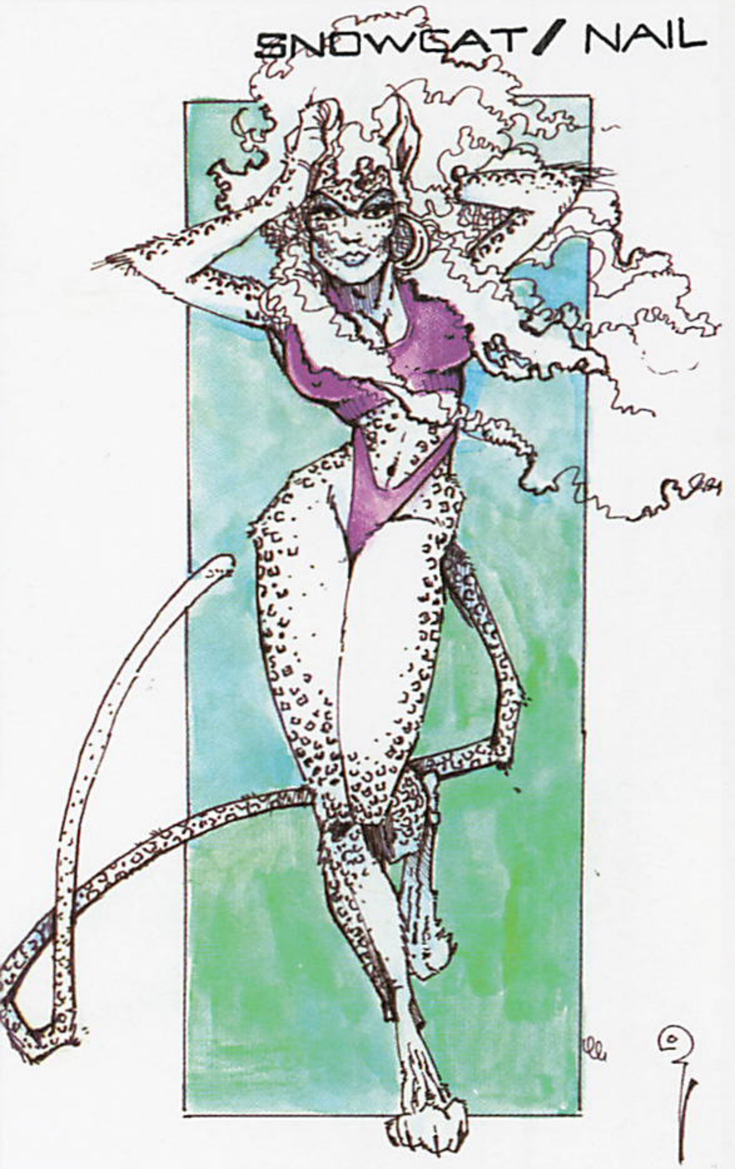


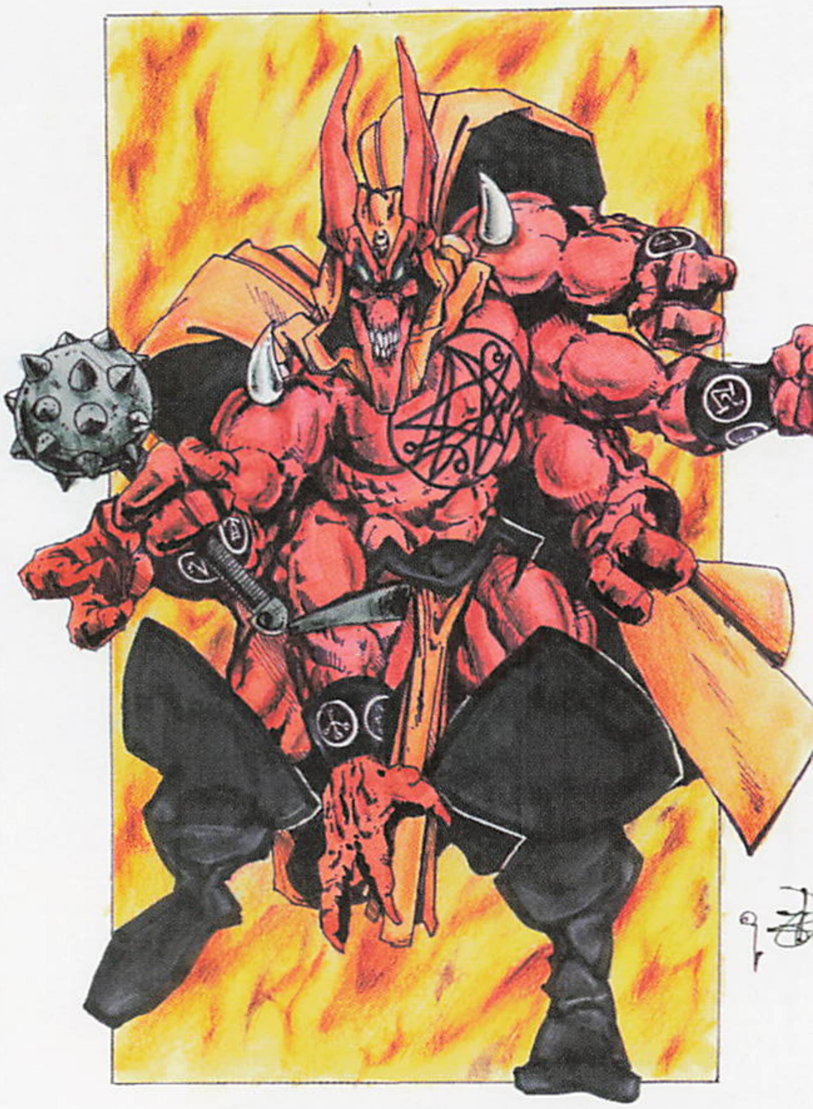


DARK ONE HEROS

1992
DARK ONE

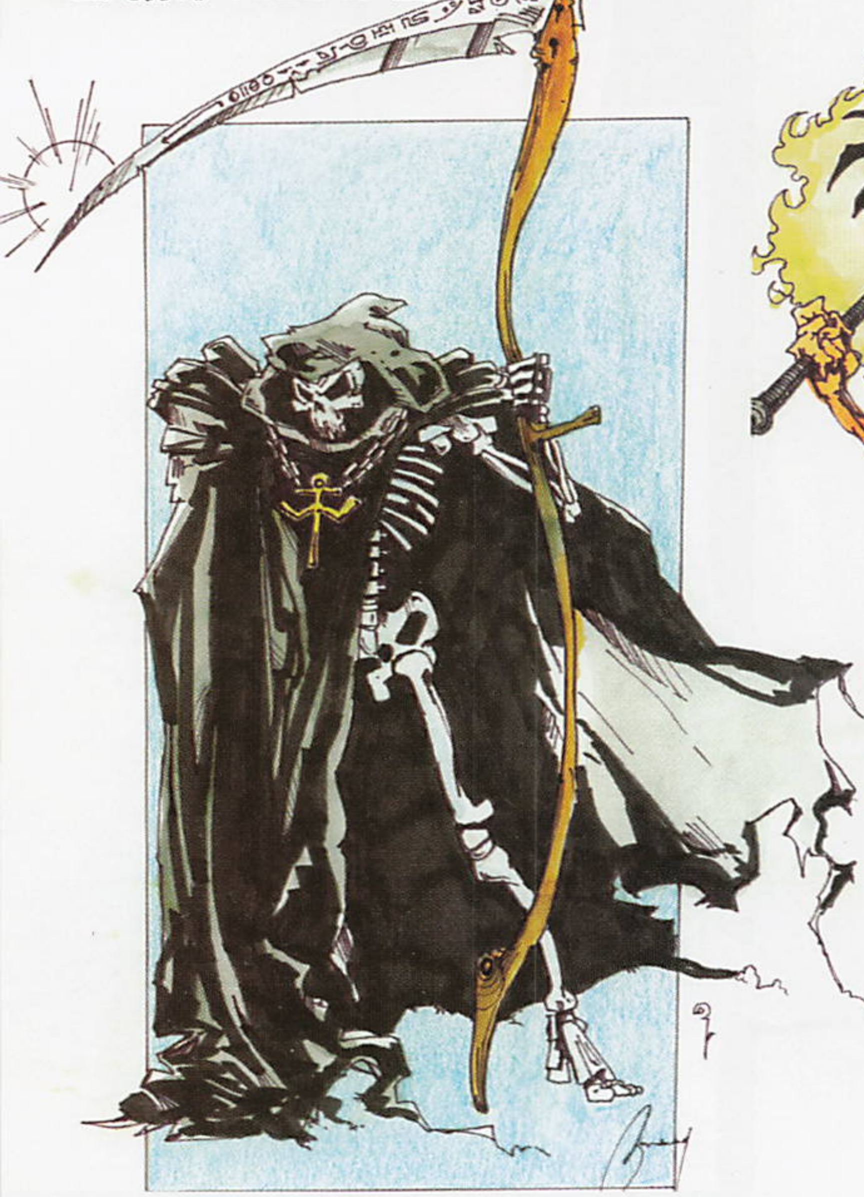
SNOWCAT / NAIL

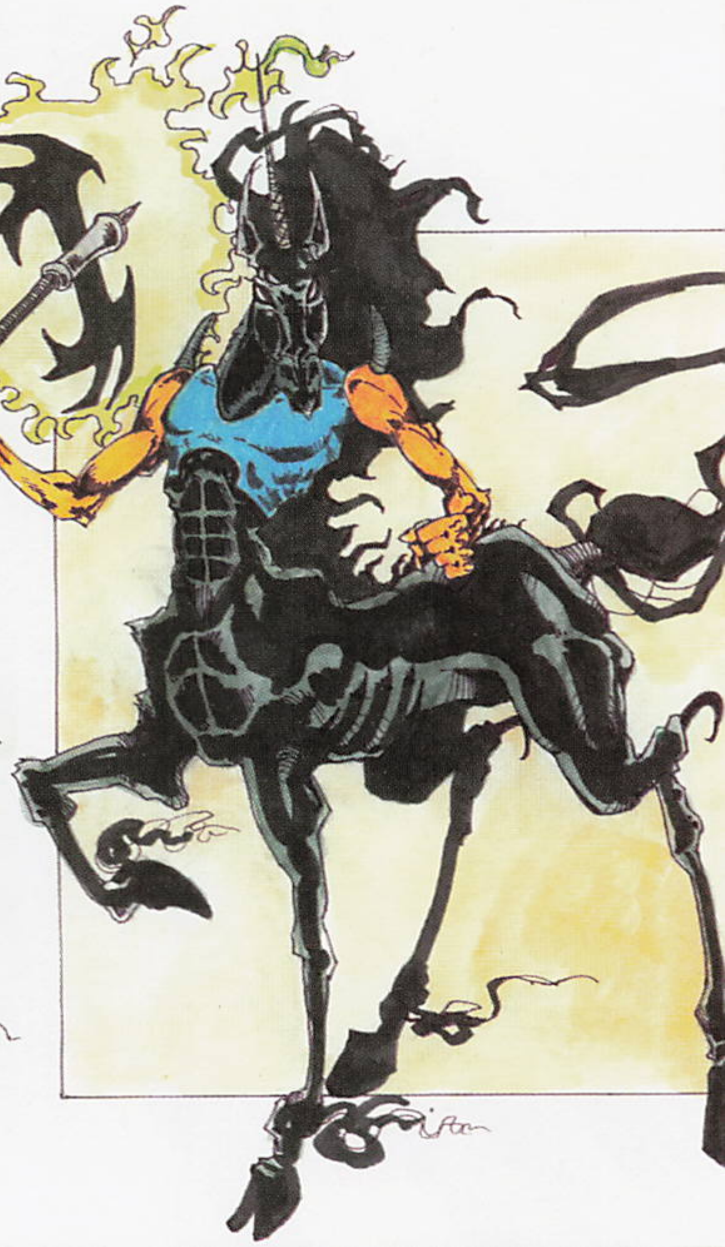




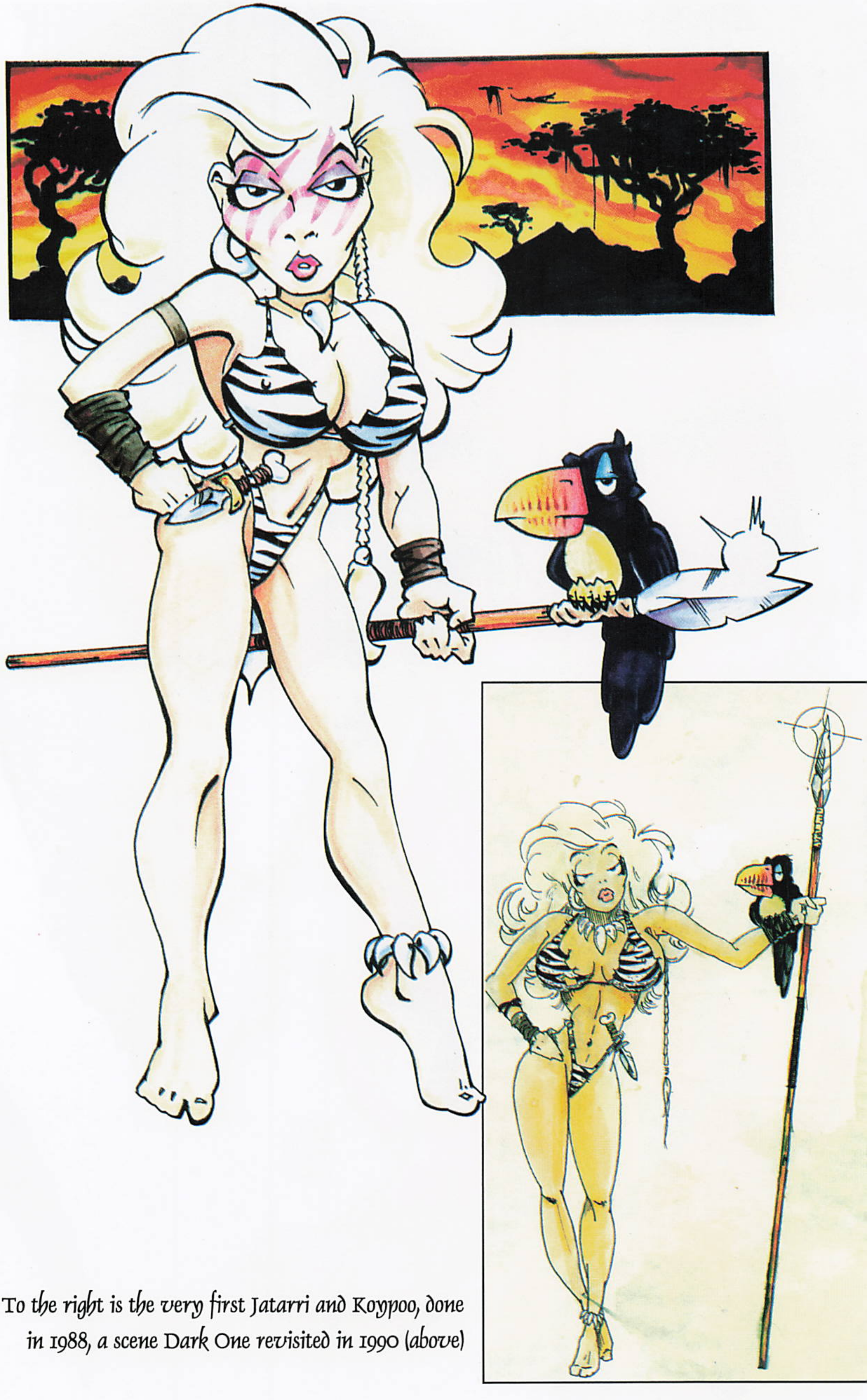
HELLRAZOR

GRIM REAPER

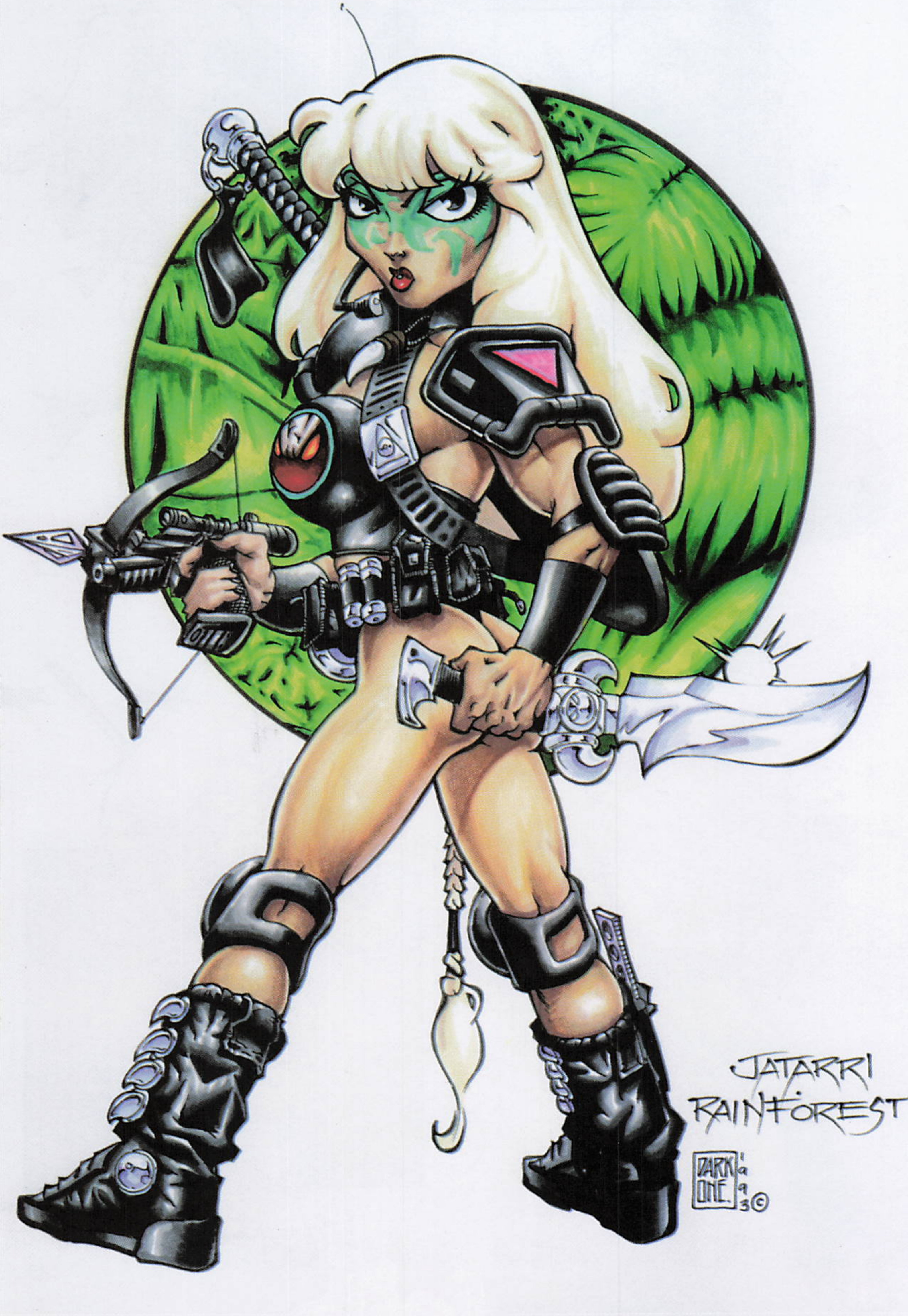


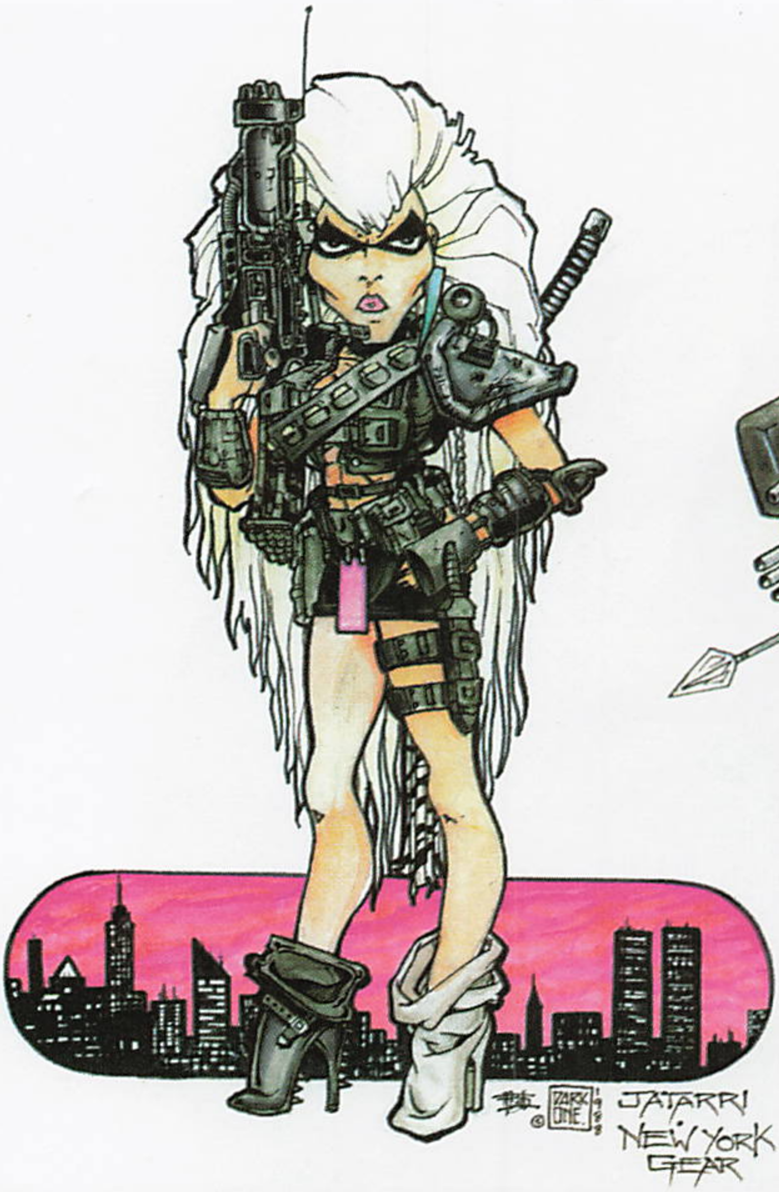


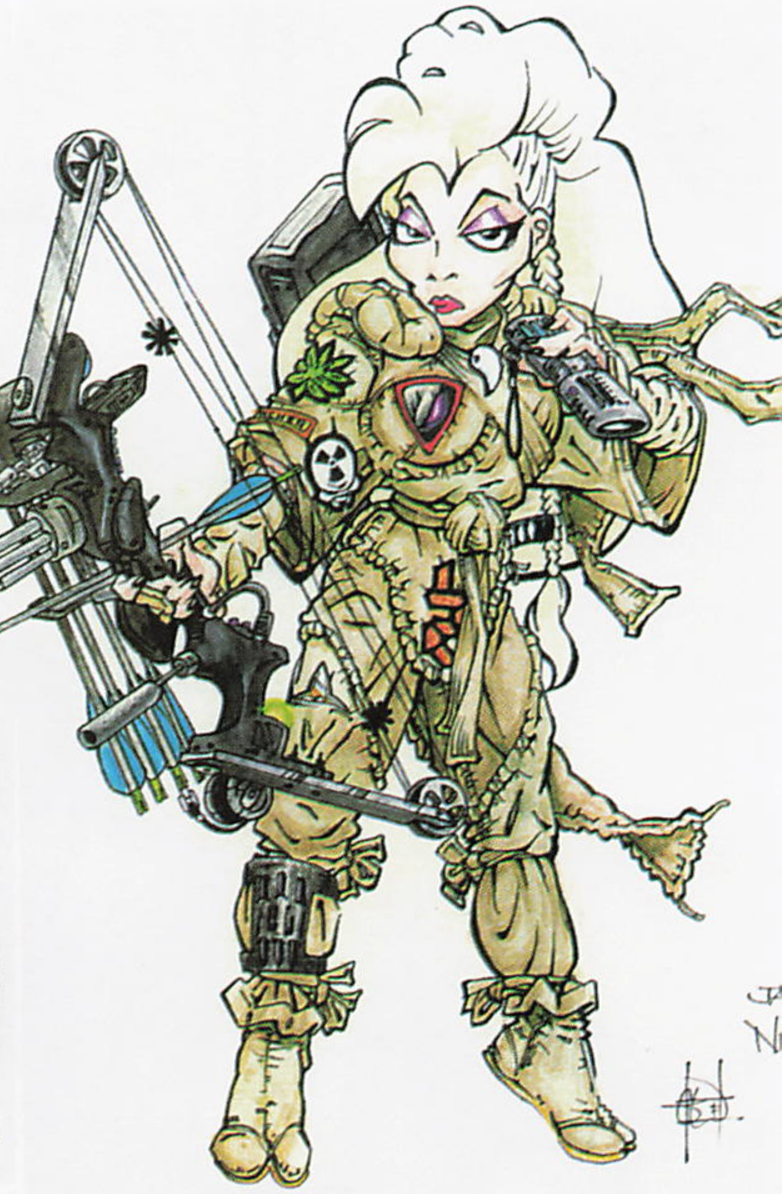
DARK ONE.
1994



To the right is the very first Jatarri and Koypoo, done in 1988, a scene Dark One revisited in 1990 (above)


JATARRI
RAINFOREST
DARK ONE
1993©


DARK ONE
©
JATARRI
NEW YORK
GEAR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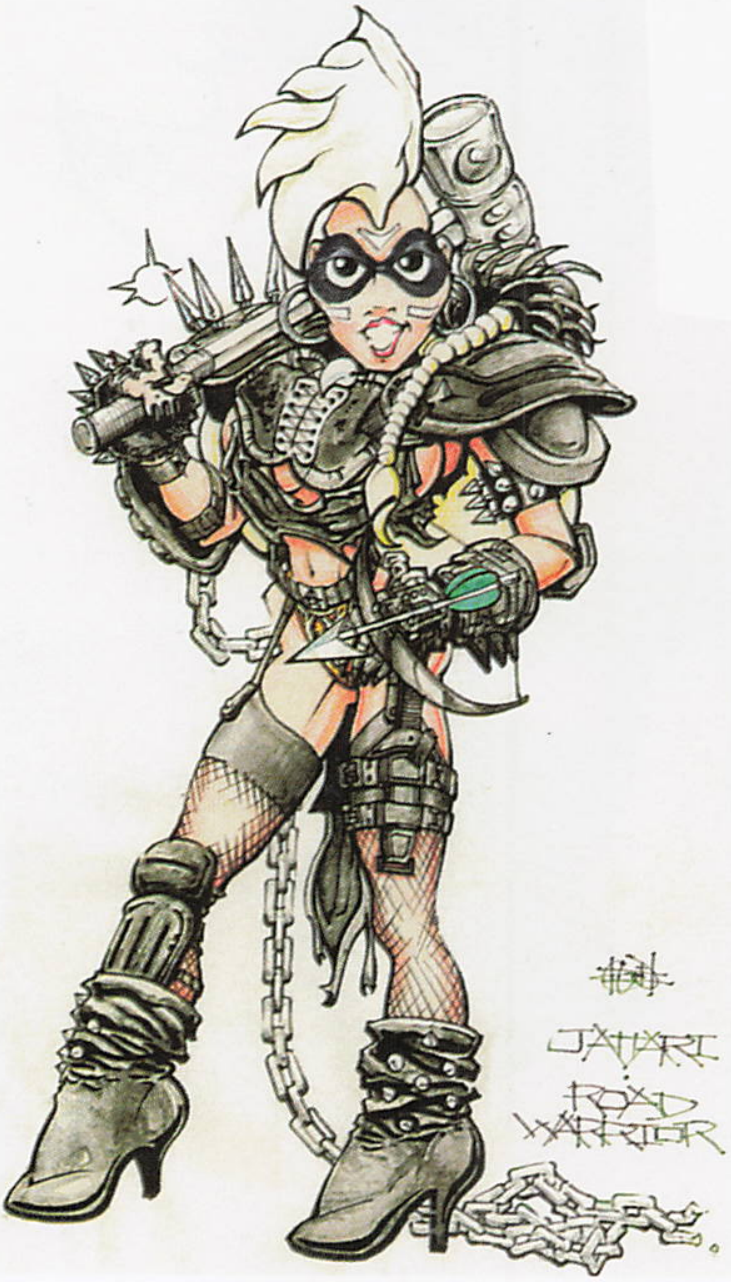
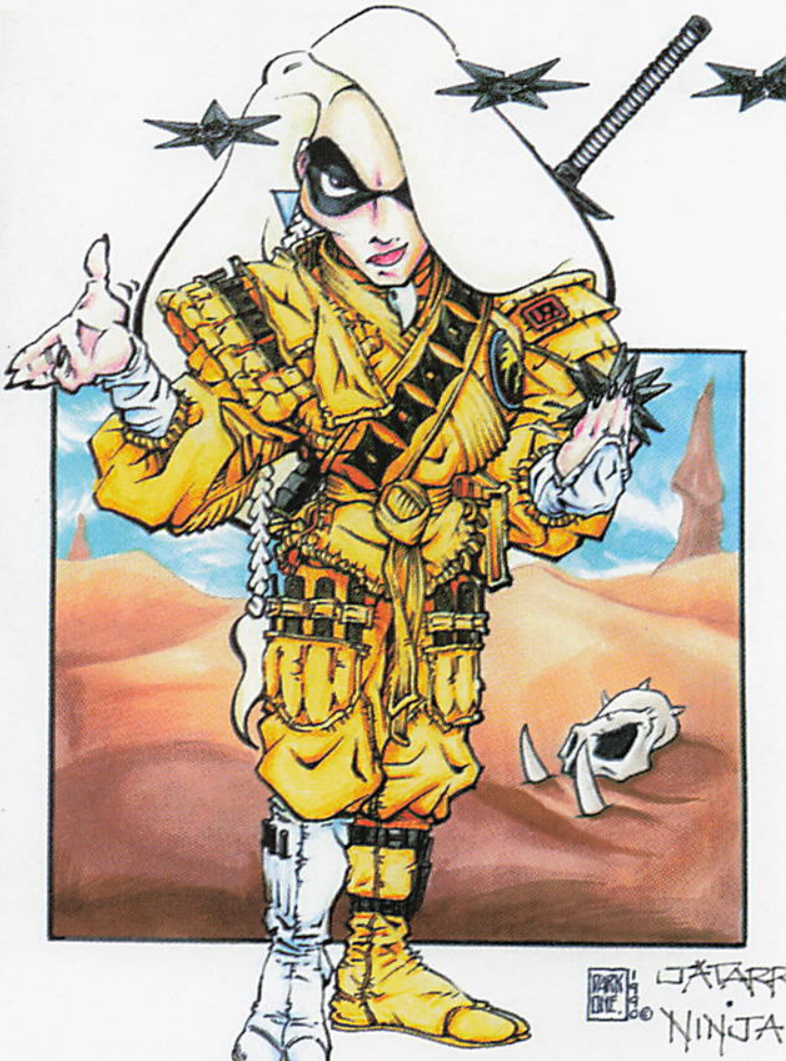

JATARRI
ROAD
WARRIOR


DARK ONE
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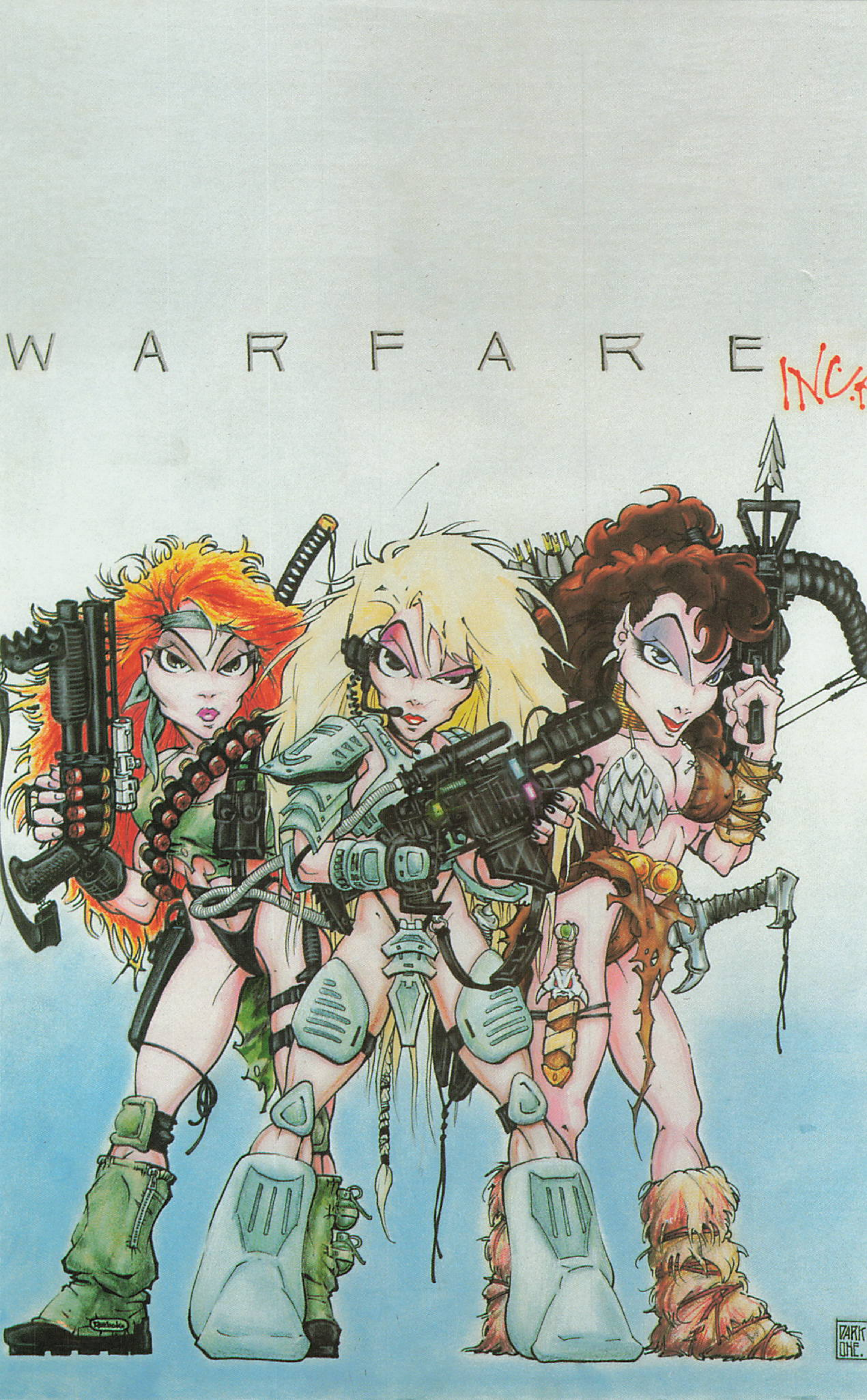
JATARR
NINJA


WARFARE
INC.
DARK ONE.

PUMP

1992©

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DARK ONE.
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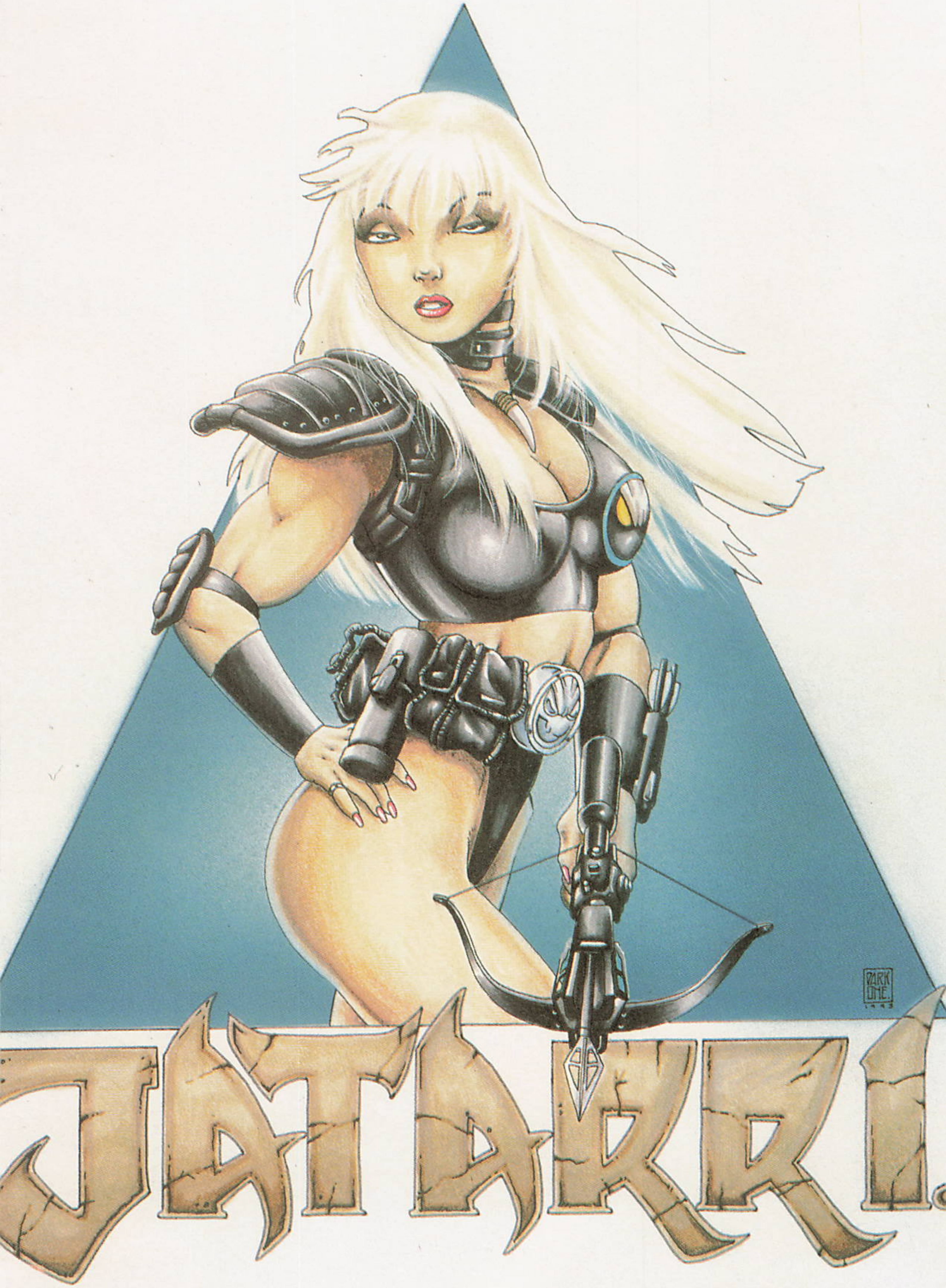
JATARRI.
DARK ONE.
1993

DARK ONE
1992 ©

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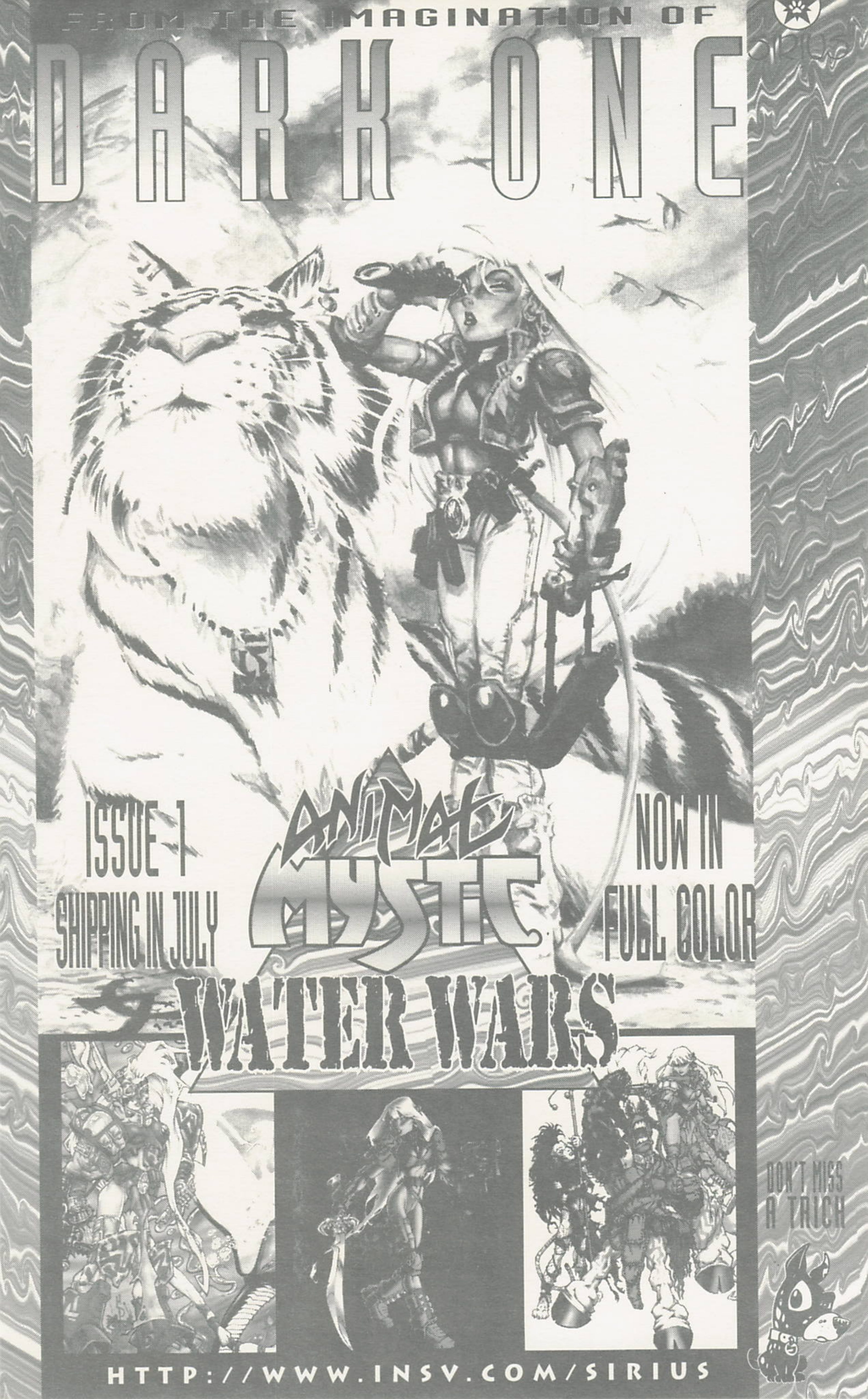
It's true about Stonehenge! The priests must have scrawled the sign on the rocks after my departure in the hopes I might return someday. So I wasn't terribly shocked, but I can't go much deeper into it than that. I can and will go into the latest event of my earthly existence, though. I've moved West, to a land where I can look off my balcony at mammoth rock giants called mountains. They have the strength and longevity I often dream of. I'm grateful that I am allowed passage on these amazing mounds and there's still so much more that I've yet to see here. I give thanks to the gods for this as it will surely broaden the scope of my translations and paintings. It is my duty. In starting this new chapter of the D.I. saga, I've also left behind cherished friends and, even though only in the physical sense, I thought it would be easier. I was wrong. Yet the scales are balanced by the introduction of new souls as well and the strengthening of bonds with a former long distance spirit brother. I've even done a couple of shows in this strange new land, which brings me to perhaps the coolest introduction I've had, to a gal named Natasha or maybe I should say Dark Natasha. I'm not kidding. I am really excited about this girl's work. I've been into designing and constructing costumes for years and actually thought I was good, but Natasha's costumes kicked me right in the ass! Hopefully I can persuade her to teach me a little. So, I guess I should say something about the book you just examined. Pretty broad spectrum of stuff, but my personal bests are the early styles, the terrors produced from high-school days, when I only did things for my own viewing (and select friends). Boy, what ruthlessness I portrayed! Why show it now? I dunno. Cause I can? It was time, I suppose. Overall, the book came out smashing and a lot of that goes to the fabo crew that is Sirius! Thanks everyone for your time and concern. And a hardy hellscream to Joe Linsner for forcing me to, for being, just thanks, man. Well, time to gear up and venture once again out into nature and pay my respects. As for you people, thanks for your support, it's truly fuel for my pencil.

Make sure your gear is tip top and your war paint bright.

Until next transmission,
Stay strong, D.I


FROM THE IMAGINATION OF
DARK ONE
ISSUE 1
SHIPPING IN JULY
ANIMAL MYSTIC
WATER WARS
NOW IN
FULL COLOR
DON'T MISS
A TRICK
HTTP://WWW.INSV.COM/SIRIUS

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